

Abstract of the Disclosure

In computer games, there is typically a video display that represents a view into a virtual world of some type. There is also typically a user in a real world environment that surrounds the display screen interacting with the virtual world. Disclosed herein are system and methods for using lighting systems, in particular LED based lighting systems,

- 6 to allow a user to receive information from the virtual world either in addition to, or instead of the information received from the video display.